f. A PSTN telephone number

g. Status (inbound data messaging)

h. Paging (outbound data messaging)

i. Auxiliary I/O (bi-directional data messaging)

3. The console shall support module names of at least eight characters and preferably sixteen.

4. The console shall support a minimum of 100 different modules. If a module is in use at one console, a busy indicator shall be displayed at the other consoles in the Radio System.

5. For received calls, an alias (alpha-numeric representation of the radio terminal) shall be displayed in the appropriate module.

6. The console shall permit the operator to monitor call activity using up to two separate speakers, one with select audio and the others with unselect audio. The console shall permit the Dispatcher to route any module to the speakers.

7. Each module shall have its own volume adjustment. The console shall be capable of muting individual modules or all unselected modules.

8. The console shall be able to display the call history of a particular module. The call history display shall place the most recent call at the top of a scrollable list of up to five entries. The console shall also be able to display a comprehensive call history for each module including up to 64 of the most recent calls.

9. The console shall retain “user profiles” such that a Dispatcher can log on to any console and be presented with the customized screen that he/she has developed.

J. Patches

1. The console shall support patches, which involves temporarily combining two or more modules. A patch merges the entities into a super group, such that each member hears every other member.

2. Each console shall be able to support up to sixteen five patches with up to twenty forty-five entities (groups and/or channels) each. All entities patched together shall be able to communicate with one another. The console shall support pre-configured patches.

3. Consoles shall have the ability to patch trunked talkgroups to analog conventional channels or other trunked system types without audio degradation.

K. Interoperability